>> *Sound Options* – Just like an offline game, you can change music tracks, adjust volume levels and modify other sound options from this menu.

>> *Display Options* – Toggle what info you want to appear on your screen while playing.

>> *Score Display Mode (teams only)* – Toggle the scoring display to show individual scores or just team totals.

>> *Auto Brake* – By default, when you pause the game or type a message, your skater will stop skating—this is auto braking. You can turn this off to maintain control of your skater when menus are up. For example, if you're playing and a friend is typing.

>> *Set Restart/Go To Restart* – Set a point to return to and then warp back to that point. Only available during free skate.

- **Edit Tricks** – Change your trick setup or load your own created tricks. You can only view your tricks—not edit them—if a game has started.
- **Player List** – See who's in the game and add them to your Homie List (requires a GameSpy® Profile).
- **Chat Message** – Select this option to enter chat messages.
- **Observe** – This option will drop you into Observer Mode.

  Note: You won't be able to return to the game without first quitting and playing again.
- **Quit** – You can exit your game at any time by selecting **Quit**.

  Tip: To send a quick chat message, press the **Enter** key on the keyboard and start typing. Press **Enter** again to send your message.

HOST PAUSE MENU

As the server player, you're hosting the game so it's up to you to decide which games are played, what the options are and when they start. You'll be given the same Pause Menu options as the clients with the following added options:

- **Start Game** – Brings up a sub-menu:

  >> *Game Type* – Select the game you want to play—you're the boss!

  >> *Time Limit* – Decide how long you want the game to last.

  >> *Stop At Zero* – By selecting Yes, the game will stop all players when the clock is at zero and the game ends. When you select No, players who are in a combo when the timer runs out have the chance to complete their combo before the game ends.
- **Host Options** – Nearly identical to the options listed when you started the server. From here you can turn teams on and off, change the name of your server, add a password to it and control whether player-to-player collision is on or off.

ADVANCED OPTIONS

Here you can set gamewide preferences such as No Manuals or No Walking. Any option you choose applies to every player in your server. Some cheats from Story Mode even appear here when you unlock them.

- **Change Level** – Change to a different level. All players in the game will move with you to the new level.
- **Player List** – Select a player to add to your Homie List. Or, if they're acting up, select Kick to boot them from your game or Ban to boot them and not allow them to ever rejoin.

  Tip: You can only serve on levels that you've already unlocked. Unlock additional levels by playing offline in Story Mode. As a client, you can join a game being played in any type of level—even secret ones!

TEAM PLAY

If the server has Teams turned on, you can team up and combine scores. There can be up to 4 teams. You can have any number of players on any number of teams—play 2-on-2 or 7-on-1—you decide.

When teams are created on the server, you'll see up to 4 team flags in the level. Skate into a flag to join that team or skate into a different flag to change teams. You can't change teams once a game has started.